[Document name] ABSTRACT

[Abstract]

[Structure]

A portable color display game machine 10 is capable of mounting thereon a cartridge 12 or 14. The cartridge 12 is memorized with background color palette data and object color palette data, while the cartridge 14 is with background tone data and object tone data. When a cartridge 12 is mounted, a CPU 26 creates color display signals for a background character and an object character, according to he background color palette data and object color palette data read from the cartridge 12. When a cartridge 14 is mounted, the CPU 26 creates color display signals for a background character and an object character, based on the background tone data and object tone data read from the cartridge 14 as well as the previously-set other background color palette data and object color palette data.

[Effect]

It is possible to display a color game image even by using any of the cartridges.

[Selected figure]   Figure 2